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Catalog of Adventures and Supplements for the Award-Winning James Bond 007 Role Playing Game

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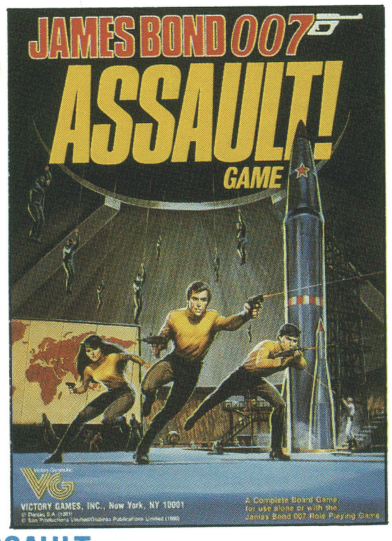

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BOND ASSAULT — $14.95

Assault Game — **Item #35017**
ISBN 0-912515-42-2 — **Packed 6**

A Complete Assault System for James Bond 007 Role Players and for Simulation Gamers as Well!

At last, a revolutionary game system design that allows you to play out the most involved assaults! Using the famous assault on the rocket base in *You Only Live Twice,* **Bond Assault** uses individual playing pieces, a grid map, and an easy to understand set of rules to provide an exciting game of commando combat. Bond, Tiger Tanaka, and Kissy Suzuki, together with their intrepid Ninja band, must descend the perilous "volcano" and prevent the rocket launching. **Includes:** Rules Booklet, one 22″ × 32″ Mapsheet, 176 individual Playing Pieces (plus special pieces), one Range Stick, two Decimal Dice, Counter Storage Tray.

VILLAINS — $15.95

Gamesmaster Supplement — **Item #35011**
ISBN 0-912515-11-2 — **Packed 6**

Are You and Your Players Ready to Challenge Some of the Deadliest Foes Ever to Threaten the World of James Bond 007?

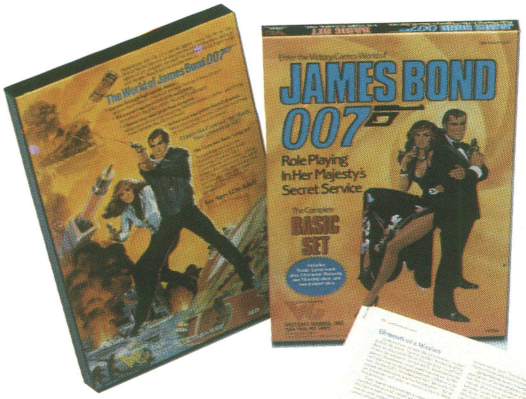
Energize your James Bond Campaign with seven new and original Major Villains and Bond's long-time nemesis, SMERSH. Each Major Villain presents a new challenge for your players as they try to thwart his plans. Test the intelligence and survival instincts of your players to the maximum against SMERSH, with its fierce motto, "Death to Spies!" **Package Includes:** illustrated 72-page booklet detailing the seven new Major Villains, Fortress descriptions, and detailed floorplans, 10 M.I.6 Dossier Sheets, 32-page SMERSH booklet including a SMERSH adventure.

YOU ONLY LIVE TWICE II BACK OF BEYOND — $7.95

Adventure Module — **Item #35016**
ISBN 0-912515-41-4 — **Packed 12**

Past Horrors, Present Death . . . in a Totally Original Adventure Module Never Before Seen in Book or Movie!

Q lab security has been breached! A file containing chemical warfare secrets from Nazi Germany is missing, stolen by one of the most trusted and loyal Q Branch technicians. You must find and plug the security breach, and retrieve the missing file. Your search will take you from the cold death of a wintry London to the merciless desolation of the Australian Outback. Can you come from **Back of Beyond? Includes:** illustrated 28-page Gamesmaster's Guide, Agent's Briefing Dossier with 6 Mission Sheets, Stand-Up Screen illustrating Major Villain's fortress.



BOXED BASIC SET — $12.95

Item #35002
Packed 6

ISBN 0-912515-02-3

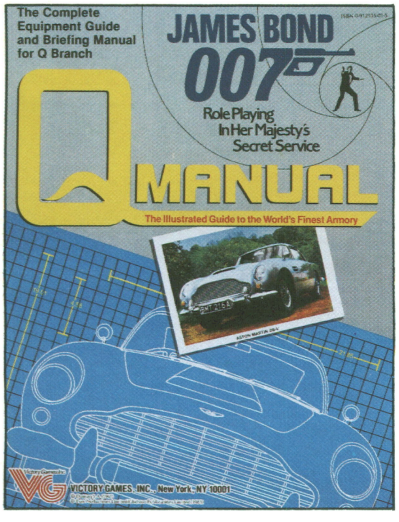
The complete James Bond 007 Basic Set, handsomely packaged in a box, comes with the Basic Game Book, filled with illustratons drawn from the movies, a pad of twelve 8″ × 10½″ Character Records for repeated play, two six-sided and two 10-sided dice—the only dice necessary to play the game, a one-inch box assembly, beautifully illustrated in full color and shrink-wrapped. With this set, players can experience the life of a secret agent . . . work for M.I.6, the British Secret Service . . . or assume the role of the most famous secret agent of all!

America's Favorite Movie Series JAMES BOND 007 Is America's Favorite Role Playing Game!

BASIC GAME BOOK — $9.95

Fully Illustrated
Item #35000
ISBN 0-912515-00-7
Packed 12

The Basic Game Book offers players all the rules needed to play the James Bond 007 Role Playing Game. An introductory solitaire adventure is also included, illustrating how the various rules work, while allowing players to get right into the action.



Q MANUAL — $9.95

Fully Illustrated
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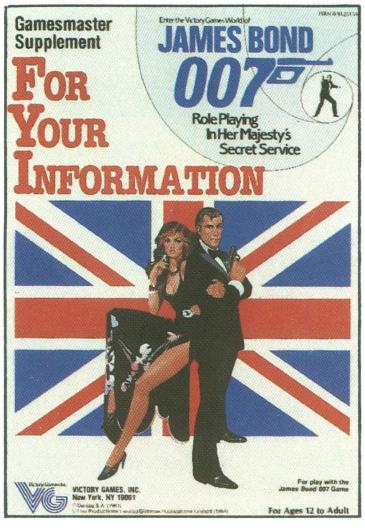
Packed 12

Agent Equipment Guide and Briefing Manual for Q Branch!

With over 150 illustrations and color drawings, the *Q Manual* includes weapons, vehicles, and covert devices used in the James Bond movie series, plus additional items that players can bring with them on a mission. Simple mechanics allow you to incorporate these items easily into the **James Bond 007** Role Playing Game.

Not only role players, but all James Bond aficionadoes and spy genre readers alike will enjoy the Q Manual for its descriptions of items and the excellent technical illustrations.



FOR YOUR INFORMATION — $9.95

Gamesmaster Supplement
Item #35007
ISBN 0-912515-07-4
Packed 12

This fully illustrated Gamesmaster Supplement includes new rules and special features, such as backgrounds on Non-Player Characters from the movie series, and detailed locations for missions. Sections on brainwashing, amnesia, undercover assignments, impostors, and real-world intelligence agencies provide a look at the dangers incurred when your character is captured by an enemy organization. **Includes:** illustrated 72-page Gamesmaster Rules and Information Book; 12-sheet pad of M.I.6 Dossier Forms; 12-sheet pad of M.I.6 Documentation Forms; pad of NPC Cards.

GAMESMASTER PACK — $8.95

Gamesmaster Package
Item #35005
ISBN 0-912515-05-8
Packed 12

This exciting package is designed expressly for the **James Bond 007** Gamesmaster, and it brings the excitement of all the movies into the home—every day and any day! Characters like Jaws, Oddjob, Felix Leiter, Anya Amasova, and James Bond himself come to life for you in full-color figures that are used during play. The perfect package for every Gamesmaster. **Includes:** full-color 11″ × 32″ screen with charts and tables; specially designed, contoured, die-cut figures with plastic bases; 11″ × 17″ grid for playing out car chases and combats; 40-sheet pad of 8″ × 10½″ Character Records.

BOND IS BETTER THAN EVER!

OCTOPUSSY — $7.95

Adventure Module — Item #35004

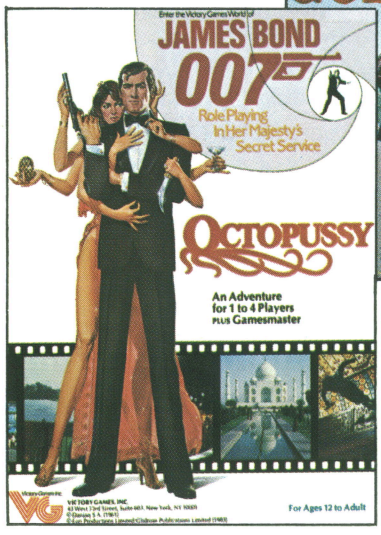
ISBN 0-912515-04-X — Packed 12

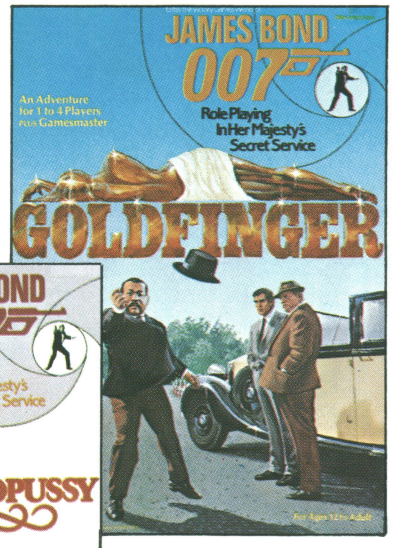
What Has Happened to a Fabulous Tsarist Treasure?

Somewhere in India, the mysterious Kamal Kahn is finalizing a plot that will throw the world into chaos. Elsewhere, in her island palace, the beautiful Octopussy is scheming to multiply her store of priceless jewels. On another continent, a jewel of death — the exquisite Faberge Egg — is being sent to an unknown destination. You must find the link among Kamal, Octopussy and the Faberge Egg to defeat a plot of international import.

The **Octopussy Adventure** contains:

- An illustrated 48-page **Gamesmaster's Guide**
- An **Agent's Briefing Dossier**
- A **Stand-Up Screen**





GOLDFINGER — $7.95

Adventure Module — Item #35003

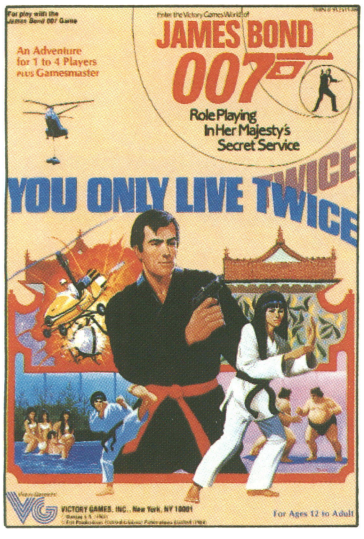
ISBN 0-912515-03-1 — Packed 12

Is Someone Tampering with the World's Gold Supply?

International industrialist Auric Goldfinger is suspected of smuggling gold out of England. But there is no solid evidence against him. Are Goldfinger's actions merely the work of a greedy man, or is he plotting more sinister designs against an unsuspecting world?

The **Goldfinger Adventure** contains:

- An illustrated 48-page **Gamesmaster's Guide**
- An **Agent's Briefing Dossier**
- A **Stand-Up Screen**



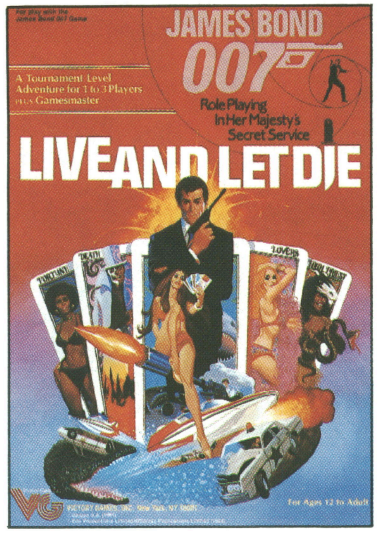
YOU ONLY LIVE TWICE — $7.95

Adventure Module — Item #35008

ISBN 0-912515-08-2 — Packed 12

Where is the Missing Space Lab and Its Cargo of Death? Find out in this adventure for Rookie Rank Characters!

A Soviet space laboratory has crashed into the sea of Japan . . . but there is more mystery afoot than an accident in space. Unknown to the world, a deadly virus has mutated inside the lab, and your mission is to reach the fallen lab before the ultimate plague is unleashed. **Includes:** illustrated 56-page Gamesmaster's Guide; Agent's Briefing Dossier; Screen.



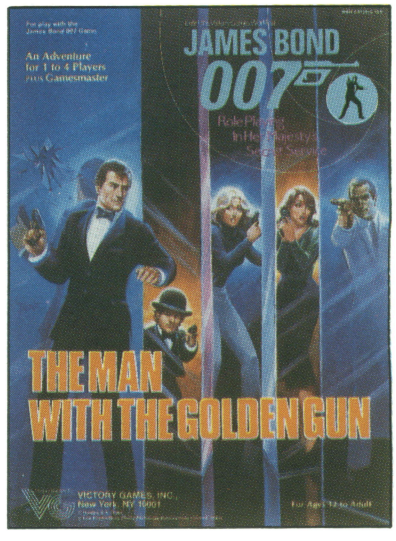
LIVE AND LET DIE — $8.95

Adventure Module — Item #35009

ISBN 0-912515-09-0 — Packed 12

Is Death in the Cards for More M.I.6 Agents? Find out in this Tournament Level Adventure!

Two top M.I.6 operatives, working with the CIA to uncover drug smugglers in New Orleans and on the Caribbean island of San Monique, have met sudden and mysterious deaths . . . and now a third agent is found dead in New York. Is someone out to destroy M.I.6, or worse? **Includes:** illustrated 64-page Gamesmaster's Guide; 8-page Map Booklet; Agent's Briefing Dossier; Screen.



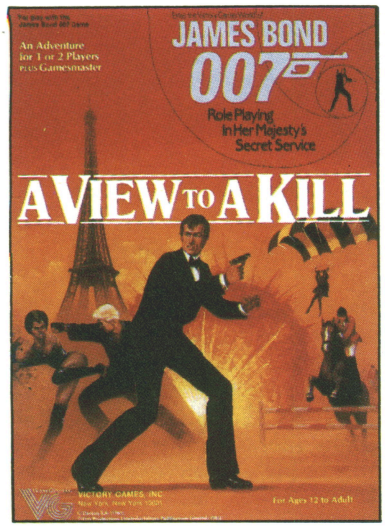
THE MAN WITH THE GOLDEN GUN — $7.95

Adventure Module — Item #35013

ISBN 0-912515-13-9 — Packed 12

Can you rescue the kidnapped scientist and his deadly invention from the forces of the KGB, TAROT, and the ultimate assassin?

Scaramanga is after the brilliant developer of the Solex Agitator, and with it he can create the ultimate firearm—a solar gun using the sun's energy as a projectile. Can you stop him before it is too late? **Includes:** illustrated 48-page Gamesmaster Guide; Agent's Briefing Dossier; Stand-Up Screen.



A VIEW TO A KILL

$7.95

Adventure Module
ISBN 0-912515-35-X

Item #35014
Packed 12

His assignment was to infiltrate deep into the Soviet Union in order to retrieve a stolen microchip that is vital to the national defense of England. But the stolen microchip is just the tip of the iceberg—there is a conspiracy afoot that could well disrupt the economy of the entire world. You must travel to the frozen Siberian wasteland, where the killing cold and the ever-present KGB imperil the search for Agent 004 and the stolen microchip. If you should survive, you will be assigned to find out how the microchip fell into Soviet hands. A seemingly routine investigation takes on a deadly twist as you encounter the powerlust of a madman! From the Eiffel Tower to the villain's airborne headquarters, you will discover the meaning of what it is to go from **A View to a Kill.**

A View to a Kill Adventure Module contains:

- An illustrated 48-page Gamesmaster's Guide with complete instructions on running an adventure.
- An Agent's Briefing Dossier from M.I.6 with 8 Mission Sheets that provide clues and maps for the players.
- A Stand-Up Screen containing a map of the San Francisco Bay area and floorplans to the major villain's chateau.

THRILLING LOCATIONS

$9.95

Gamesmaster Supplement
ISBN 0-912515-10-4

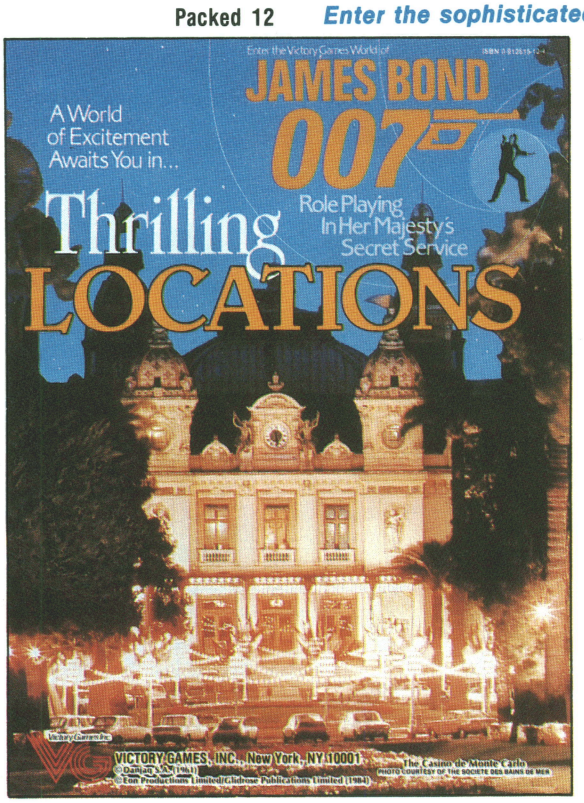
Item #35010
Packed 12

Thrilling Locations provides you with detailed descriptions of elegant restaurants, preeminent lodgings, and sumptuous travel accommodations. All the glamour and excitement from the James Bond 007 movie series is yours to enjoy! This fully illustrated supplement, with over 100 black and white illustrations and photos and 12 pages in full color, provides:

★ Floorplans to major locations described in the book ★ Special information and suggestions for the Gamesmaster on how to use these locations and settings ★ Encounter Tables that provide both obstacles and assistance for characters on a mission ★ Descriptions of Non-Player Characters who inhabit the world of James Bond.

An Excursion into the World of Luxury

Enter the sophisticated world of James Bond!



Includes Detailed Descriptions of the finest in luxury accommodations and modes of travel:

- ★ **Casino de Monte Carlo**
- ★ **Hotel de Paris**
- ★ **Tavern on the Green**
- ★ **Maxwell's Plum**
- ★ **MGM Grand Hotel**
- ★ **Mandarin Hotel**
- ★ **Oriental Hotel**
- ★ **Venice Simplon-Orient Express**
- ★ **Regent Air Corporation Jet**
- ★ **Burger-Hargrave 125′ Cabin Cruiser**

GOLDFINGER II: THE MAN WITH THE MIDAS TOUCH

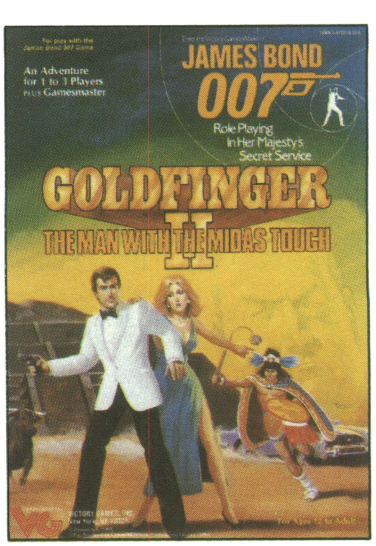
$7.95

Adventure Module ISBN 0-912515-12-0

Item #35012 Packed 12

Three famous physicists have disappeared. Now, an M.I.6 agent assigned to protect another world-renowned nuclear physicist has been discovered dead of skin suffocation—his body covered with gold paint. Only one man is known to use this bizarre method of execution—Auric Goldfinger. Has Goldfinger returned, or is someone mimicking his lethal methods? Whatever links the missing scientists with the agent's death must be discovered quickly, or the results may prove catastrophic to the world.

Not Based on Any book or Movie, Goldfinger II can be played as a "stand alone" adventure or as a sequel to the Goldfinger Adventure Module.

Goldfinger II Adventure Module contains:

- An illustrated 48-page Gamesmaster's Guide with complete instructions on running an adventure.
- An Agent's Briefing Dossier from M.I.6 with 8 Mission Sheets that provide clues and maps for the players.
- A Stand-Up Screen containing maps of a subterranean cave and the enemy's secret base, and the Mission Timetable.